

Serial No. 10/687,474

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Please amend claims 1 and 8 as follows:

1. (CURRENTLY AMENDED) A method of interactive gaming comprising:
transmitting a gaming ~~portal~~ application from a gaming system to a plurality of receivers via a first communications network, and storing the gaming ~~portal~~ application at the receiver;
initiating a game from the gaming portal application at a time elected by a user of the gaming application;
submitting a user identification;
generating a plurality of questions for a skill level;
initiating a question answer sequence;
incrementing through the plurality of questions while progressing through the question answer sequence;
incrementing the skill level upon completion of the question answer sequence for the plurality of questions;
iteratively repeating steps c-f until at least one of a user exits the game and each skill level is complete;
calculating a time based score component for each skill level;
calculating a bonus score component for each skill level;
summing the time based score component and the bonus score component in order to determine a total level score for each skill level;
calculating a real time total user score associated with the results of the question answer sequence by summing the total level score for each skill level completed by the user;
transmitting the real time total user score to the gaming system via a second communications network; and
transmitting a ranking of the real time total user scores for each user via the first communications network.

Serial No. 10/687,474

2. (ORIGINAL) The method of interactive gaming according claim 1, where the step i, calculating a time base component, includes the steps of:

- recording a total time to submit an answer to a question of the plurality of questions;
- calculating an output score for said question based upon a ratio of the total time to submit an answer over a total time allotted to compete a question on the respective skill level;
- summing the output scores for each question of the plurality of questions and outputting a question sum total; and
- multiplying a question sum total times a skill level factor times a base question score.

3. (ORIGINAL) The method of interactive gaming according claim 1, where the step j, calculating a bonus score component, includes the steps of:

- incrementing a total number of questions asked $Q(i)_{\text{asked}}$ by 1 for each iteration of the question answer sequence;
- incrementing a total number of questions correct $Q(i)_{\text{correct}}$ by 1 for each correct answer supplied by the user;
- calculating a percentage correct based upon the ratio of $Q(i)_{\text{correct}}$ over $Q(i)_{\text{asked}}$;
- multiplying the percentage correct time a skill level factor times a base level bonus.

4. (ORIGINAL) The method of interactive gaming according claim 1, where the step b, initiating a game, includes the steps of:

- initiating communication with the gaming portal over the communications network;
- selecting a game from a plurality of games accessible through the gaming portal; and
- transmitting a gaming application and a database of questions associated with the gaming application.

5. (ORIGINAL) The method of interactive gaming according claim 1, where the step d, generating a plurality of questions, includes the steps of:

- collecting and selectively storing a plurality of system questions on a question database residing on the gaming system where step of selectively storing includes
- associating each question of said plurality of system questions with a skill level for a gaming application; and
- transmitting a portion of said plurality of system questions to a user upon request.

Serial No. 10/687,474

6. (ORIGINAL) The method of interactive gaming according claim 1, where the step e, initiating a question answer sequence, includes the steps of:

- activating a gaming application residing on a user controlled device;
- reviewing a question on a user output device; and
- inputting an answer using a user input device.

7. (ORIGINAL) The method of interactive gaming according to claim 1, further including the steps of:

- maintaining a question database within the gaming system;
- supplementing the question database with new questions; and
- constantly receiving new questions for completing the step of supplementing the question database.

8. (CURRENTLY AMENDED) A system for interactive gaming comprising:

- a central broadcast center transmitting signals over a first communications network;
- a gaming system comprising a gaming application residing within the central broadcast center;
- a plurality of receivers which receive the gaming ~~system~~ application via the first communication network;
- a plurality of games accessible through the gaming ~~system~~ application at a time elected by a user of the gaming application, wherein the gaming ~~system~~ application and the plurality of games are stored at the plurality of receivers;; and
- a scoring protocol associated with the plurality of games, where the scoring protocol provides real time scoring data transmitting from the plurality of receivers back to the gaming system via a second communication network.

Serial No. 10/687,474

9. (ORIGINAL) The system for interactive gaming according to claim 8 where said gaming system comprises:

- a gaming application associated with each of the plurality of games;
- a dynamic question database;
- a plurality of questions residing on the dynamic question database;
- a user score database;
- a plurality of dynamic user scores residing in the user score database;
- a real-time update server where the real-time update server receives and transmits data and gaming applications; and
- an uplink server, where the uplink server receives transmissions from the real-time update server and transmits signals via the first communications network.

10. (ORIGINAL) The system for interactive gaming according to claim 9 further comprising:

- a user reception device that receives signals from the uplink server via the first communication and transmits signals to the gaming system via a second communications network.

11. (ORIGINAL) The system for interactive gaming according to claim 10 where the user reception device includes:

- a user question database; and
- a user gaming application, where the user reception device transmits signals to a user output device and receives signals from a user input device.

12. (ORIGINAL) The system for interactive gaming according to claim 8 where the scoring protocol includes:

- a time based component; and
- a bonus score component, where the time based component and the bonus score component depend upon a plurality of scoring factors.

Serial No. 10/687,474

13. (ORIGINAL) The system for interactive gaming according to claim 12, where the time based component comprises:

- a total time to submit an answer to a question;
- a total time allotted to submit an answer to a question;
- an output score for each question based upon the total time to submit an answer to a question and the total time allotted to submit an answer to a question; and
- a summation of the output score for each question where the summation is multiplied by a tally base score and a level factor in order to determine the time based component.

14. (ORIGINAL) The system for interactive gaming according to claim 12, where the bonus score component comprises:

- a total number of questions queried;
- a total number of correct answers; and
- a correct percentage based upon a ratio of number of correct answers to number of questions queried, where the correct percentage is multiplied by a bonus base level and a level factor in order to determine the bonus score component.